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IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

Applicant: Robert M. Best

Title: VIDEO GAME SYSTEM WITH LCD CONTROLLERS

Serial No.: 09/853,487

Filing Date: May 10, 2001

Examiner/Unit: /3713

Attorney Docket No.: 493-25-3

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FEB 25 2003

TECHNOLOGY CENTER R3700

TRANSMITTAL LETTER

CERTIFICATE OF MAILING OR TRANSMISSION

I hereby certify that this correspondence is being deposited in the United States Postal Service as First Class Mail in an envelope addressed to: Commissioner for Patents, Washington, D.C., on this 14th day of February 2003.


Signature

TO THE COMMISSIONER FOR PATENTS:
Washington, D. C. 20231

Transmitted herewith is:

A second preliminary amendment in the above-identified application.

The fee has been calculated as shown below:

Computation of Fee
For Claims as Amended

	Number of Claims Filed	Number of Extra Claims		Fee
Total	91 - 20=	8	X \$18/\$9	\$72.00
Independent	13 - 3=	2	X \$84/\$42	\$84.00
			Total Filing Fee	\$156.00
			Total Fees	\$156.00

* If the entry in Column 2 is less than the entry in Column 4, write "0" in Column 5.

** If the "Highest Number Previously paid for" is less than 20, write "20" in this space.


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 X Check No. 19985 in the amount of \$156.00 is attached.

 X Please charge any additional fees or credit overpayment to Deposit
Account No. 07-1897.

Respectfully submitted,

GRAYBEAL JACKSON HALEY LLP


Jeffrey T. Haley
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PRELIMINARY AMENDMENT


Dear Sir:

In the claims:

Please add claims 200 through 207

Respectfully submitted,

GRAYBEAL JACKSON HALEY LLP


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02/24/2003 DTESSEH1 00000030 09853487

01 FC:2202
02 FC:2201

72.00 OP
84.00 OP

Sub. c/1

200. In a video game system including a video game apparatus having a first processor, and a portable game system having a second processor, a discrete display device, a connector for connecting to a manually changeable program storage cartridge, and manually operated control members, a method of operating said video game system comprising the steps of:

- B1
- (a) executing a first game program by said first processor to generate first picture data representing at least one moving player-controlled character having a plurality of body parts;
 - (b) generating a picture signal from said first picture data for display of said moving character;
 - (c) transferring first control data from said first processor to said portable game system to cause execution of a second game program by said second processor;
 - (d) executing said second game program to generate second picture data representing a miniature likeness of said character comprising a plurality of said body parts for display on said discrete display device;
 - (e) generating second control data in said second processor responsive to manual operation of at least one of said control members in said portable game system; and
 - (f) transferring said second control data from said second processor to said video game apparatus to cause said first processor to generate third picture data representing at least one player-controlled character having a plurality of body parts, said picture signal being further generated from said third picture data.

201. The method of claim 200, wherein said miniature likeness of said character is substantially different from any moving character being simultaneously generated as said first picture data.
202. The method of claim 200, wherein said miniature likeness of said character is motionless on said display device.
203. The method of claim 200, wherein said first control data represents a selection from among a plurality of alternative choices caused by manual operation of a controller of said video game apparatus.
204. The method of claim 200, wherein said first control data represents movement of a character body part caused by manual operation of a controller of said video game apparatus.
205. The method of claim 200, wherein said second control data represents an initial power up condition in said portable game system after manual operation of at least one of said control members in said portable game system.
206. The method of claim 200, wherein said player-controlled characters in said first and third picture data are the same character.

207. In a video game system including a video game apparatus having a first processor, and a portable game system having a second processor, a discrete display device, a connector for connecting to a manually changeable program storage cartridge, and manually operated control members, a method of operating said video game system comprising the steps of:

- (a) executing a first game program by said first processor to generate first picture data representing at least one moving player-controlled character having a plurality of body parts;
- (b) generating a picture signal from said first picture data for display of said moving character;
- (c) transferring first control data from said first processor to said portable game system to cause execution of a second game program by said second processor;
- (d) executing said second game program to generate second picture data representing a control indicator and a character comprising a plurality of body parts for display on said discrete display device;
- (e) generating second control data in said second processor responsive to manual operation of at least one of said control members in said portable game system; and
- (f) transferring said second control data from said second processor to said video game apparatus to cause said first processor to generate third picture data representing at least one player-controlled character having a plurality of body parts, said picture signal being further generated from said third picture data.